



Milestone 1 + 2			Milestone 3		
ALL	Planning: <ul style="list-style-type: none"> Decide on assumptions Complete basic UML 	Implement world and controller and integrate classes	Refactoring: <ul style="list-style-type: none"> Adjust domain model Extend backend 	Evolve testing	
Claire	Complete method stubs and testing for gamemode, goal, and basic blackbox	Implement static entities Further develop testing for static entities		Complete method stubs for new requirements	Implement new requirements
Jeffrey	Complete method stubs and testing for buildable and collectable entities	Implement inventory Further develop testing for spider and goals		Complete method stubs for new requirements	Implement new requirements
Mia	Complete method stubs and testing for static entities, goal, and consumable	Implement spider and goals Further develop testing for spider and goals		Complete method stubs for new requirements	Implement new requirements
Nick	Complete method stubs and testing for inventory	Implement inventory Further develop testing for spider and goals		Complete method stubs for new requirements	Implement new requirements
Vincent	Complete method stubs and testing for character	Implement character and movement Further develop testing for character and movement		Complete method stubs for new requirements	Implement new requirements